Too Seng Wei(Too)

Malaysia citizen

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EDUCATION

- Bachelor of Computer Science (Hons), Multimedia University (MMU), Malaysia. Class of 2020. Current CGPA 3.40/4.00
- Deep Learning, a 5-course specialization by deeplearning.ai on Coursera. Certified in May 2019

EXPERIENCES

Research Assistant   ViprLab   Jun' 2019 - Present
- Build deep learning model using transfer learning and modern architecture such as Transformer, BERT and LSTM

Open Source Contributor   Open Promises Malaysia   Jan' 2019 - Present
- Civilian-led NGO that is based on recording and tracking promises made by politicians
- Volunteering weekly submitting Pull Request to codebase

Part-time Project Lead Developer   Axvel   Apr' 2019 - Nov' 2019
- Led Front-end team and built a Single Page Application for a Courier Delivery Website at Sep' 2018 and joined as Lead Developer at Apr' 2019. Leading development team and in charge of rebranding and expansion of core product.
- Daily work also included doing code & design review and involved in both Frontend and Backend Development as well as bringing modern software development techniques such as continuous integration and continuous development.

Part-time Full Stack Developer   BotAhead   Jun' 2018 - Dec' 2018
- Full-stack development for multiple SPA, including Currency Exchange System and Skill Sharing Marketplace

PROJECTS

[Natural Language Processing] Sentiment Analysis   github.com/weiweitoo/airline-twitter-sentiment
- Perform Sentiment Analysis on US Airline Twitter Data on Kaggle Challenge using ULMFiT.
- Well-trained model get 86% accuracy.

[Machine Learning] Poker-21 Game AI Agent   github.com/weiweitoo/easy21-rl
- A reinforcement learning agent that learn to play a poker-21 game in a controlled environment using Q-Learning
- Well-trained agent are able to get around 60% of winning rate versus rules-based bot.

[Mobile Game] Jump and Shoot   hitoo.co/JumpAndShoot/GamePlay.mp4
- Attractive Super Hyper Casual Game that challenge your perseverance, jumping on the moving ground

LANGUAGES & TECHS

- Tech: CSS3 (SCSS), MongoDB, MySQL, Python, TensorFlow
    JavaScript(VueJS, ReactJS, NodeJS), PHP (Laravel),
    Unity3D(C#), CapRover, Heroku, Docker
- Human: English, Chinese(Mandarin & Hokkien), Malay

HONOUR & AWARDS

Pos Aviation Hackathon 2019 - 2nd Runner Up
- Real-time AR navigation app with AI chatbot aim to provide the best end-to-end experience for passenger in Airport

Fusionex Data Challenge 2019 - 2nd Runner Up
- Analyse the given dataset, followed by the demonstrate how explored data can be used to solve real-life problems

VR Hackathon 2018 Finalist
- Built a prototype on how VR can create a convenient experience to oversee real-world factory machines system
- This project is showcased in MMU Digital Home and Malaysia 5G Showcase Exhibition 2019

Malaysian Computing Challenge (MCC) 2016 Silver Award
- Annual online competitive programming competition by Malaysian Informatics And Programming Society

ADDITIONAL EXPERIENCES

President of Hackerspace MMU(Aug' 2019 - Dec' 2019) - Community-operated, where people share their interest in tinkering with technology, meet and work on their side projects while learning and sharing with each others.

Vice President of IT Society MMU(Jun' 2017 - Jun' 2018) **-** The official club for Faculty of Computing and Informatics in MMU. Strength the bonding between committees and oversees all the event organized by IT Society. Led and organized multiple Workshop and Tech Career Days 2018

Director of 3 Days of Code 2018(Apr' 2018) - Programming Contest and theme Hackathon for undergraduate students in Malaysia. Attracted in total 102 participant across Malaysia, and secured RM 11000 sponsorship.